

Abstract

Provided is a game system in which a plurality of game execution apparatuses, having internal structures different from each other, are capable of continuing
5 with a game while sharing attributes of a character appearing in the game. A stationary game apparatus 100 obtains character data from a server apparatus 600, and writes the character data to a memory card 300. The stationary game apparatus 100 executes a stationary game software program stored in a DVD 500, using the character data stored in the memory card 300. A portable game apparatus
10 200 executes a portable game software program stored in a cartridge 400, using the character data stored in the memory card 300.